CLAIMS

We Claim:

- A method of processing a packet in a wireless network, comprising: wirelessly receiving a data packet having data therein; and associating the data with a software application.
- 2. The method of Claim 1 wherein the software application executes on a wireless server.
- 3. The method of Claim 1 wherein the software application executes in the background.
- 4. The method of Claim 1 further comprising using the data to update the software application.
- 5. The method of Claim 1 further comprising converting the data packet into a data stream.
- 6. The method of Claim 1 wherein the data is a command that causes the program to perform a predetermined operation.

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- 7. The method of Claim 1 wherein receiving is accomplished by a transmitter.
- 8. The method of Claim 1 further comprising the compressing of the data packet.
- 9. The method of Claim 1 further comprising generating a video stream indicative of a visual display, the visual display associated with the software application.
- 10. The method of Claim 9 further comprising compressing the video stream.
- 11. The method of Claim 9 further comprising organizing the video stream into at least one video packet.
- 12. The method of Claim 9 further comprising transferring the video packet from a wireless server to a wireless transmitter.
- 13. The method of Claim 10 further comprising transmitting the video packet.
- 14. The method of Claim 10 wherein transmitting transmits the video packet

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via a wireless protocol.

- 15. The method of Claim 14 wherein the wireless protocol is a Bluetooth protocol.
- 16. The method of Claim 14 wherein the wireless protocol is the IEEE 802.11 protocol.
- 17. The method of Claim 14 wherein the wireless protocol is a Home RF protocol.
- 18. The method of Claim 10 wherein transmitting is accomplished via a plurality of wireless protocols.
- 19. The method of Claim 2 wherein the wireless server is simultaneously executing multiple instances of the software application.
- 20. The method of Claim 1 further comprising transmitting an audio stream associated with the application.
- 21. The method of Claim 1 further comprising converting an audio stream into

at least one audio packet.

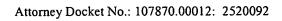
22. The method of Claim 20 further comprising transmitting the audio packet.

23. A method of processing information in a wireless network, comprising: receiving a user input at a wireless client;

converting information indicative of the user input into data transferable as at least one data packet; and

transmitting the data packet via a wireless protocol.

- 24. The method of Claim 1 further comprising the act of compressing the data packet.
- The method of Claim 1 further comprising the act of routing the data 25. packet from the wireless client to a wireless server.
- 26. The method of Claim 24 further comprising the act of receiving the data packet at the wireless server.
- The method of Claim 25 further comprising the act of extracting 27. information from the data packet.
- The method of Claim 26 further comprising verifying that a user is an 28. authorized user.



- 29. The method of Claim 27 further comprising updating the wireless server to provide access from the wireless client to the wireless server.
- 30. The method of Claim 22 further comprising displaying a registration page.

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- 31. A method of updating a wireless client display, comprising:

 receiving a video packet via a wireless protocol; and

 changing at least one pixel for implementing a display information
 received in the video packet.
- 32. The method of Claim 30 further comprising sending a video packet via wireless protocol.

33. A method of processing a packet in a wireless network, comprising: wirelessly receiving a data packet having data therein; and associating the data with a software application

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34. A method of using a computer system to process information in a wireless network, comprising:

receiving a user input at a wireless client;

converting information indicative of the user input into data transferable as at least one data packet; and

transmitting the data packet via a wireless protocol.

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35. A method of using a computer system to update a wireless client display, comprising:

receiving a video packet via a wireless protocol; and

changing at least one pixel for implementing a display information received in the video packet.

36. A computer system in a wireless network, the computer system for processing a packet in a wireless network, the computer system comprising:

wirelessly receiving a data packet having data therein; and associating the data with a software application.

37. A computer-readable medium whose contents cause the processing of a packet in a wireless network by:

wirelessly receiving a data packet having data therein; and associating the data with a software application.

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38. A computer-readable medium whose contents cause the processing of information in a wireless network by:

receiving a user input at a wireless client;

converting information indicative of the user input into data transferable as at least one data packet; and

transmitting the data packet via a wireless protocol.

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39. A computer-readable medium whose contents cause, in a wireless network, the dynamic updating of a wireless client display by:

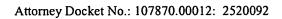
receiving a video packet via a wireless protocol; and

changing at least one pixel for implementing a display information received in the video packet.

40. In a wireless network, a computer-readable medium whose contents transforms a computer system into a packet processing system, comprising:

a wireless packet receiving subsystem; and

a data association subsystem.



- 41. A computer-readable medium whose contents transforms a computer system into an information processing system, comprising:
 - a receive user input subsystem;
 - a convert information subsystem; and
 - a transmit data packet subsystem.

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42. A computer-readable data signal embodied on a transmission medium, comprising:

a first code segment enabling the wireless receiving of a data packet having data therein; and

a second code segment enabling the association of the data with a software application.

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43. A computer memory containing a data structure for processing a packet in a wireless network, the memory comprising:

data that wirelessly receives a data packet having data therein; and data that associates the data with a software application.